

Basic programs are included – A, B, HOW MANY – which can be transferred onto your computer as follows:

- 1 Connect the line out or headphone socket of the video recorder to the mic in socket of the tape recorder.
- 2 Run the video tape to the appropriate program 'transfer' shown on your video tape and freeze frame.
- 3 Start your tape recorder.
- 4 Start your video recorder and record the program onto a blank computer cassette.
- 5 Switch off the cassette recorder when the video tape diagram and high pitched tone stop.
- 6 To load the recorded program follow the instructions given in the user guide provided with your computer.

## First Session

The Parts of the Computer ● What's in memory ● Inputting and outputting information ● Assigning values to variables

## Second Session

Using the colour codes on the keyboard ● Expanding print statements to include colours ● Clearing the screen and cursor control

## Third Session

Using character string variables ● Defining arrays of variables ● Using a loop to process all elements of an array



David Redclift.

# MASTER CLASS

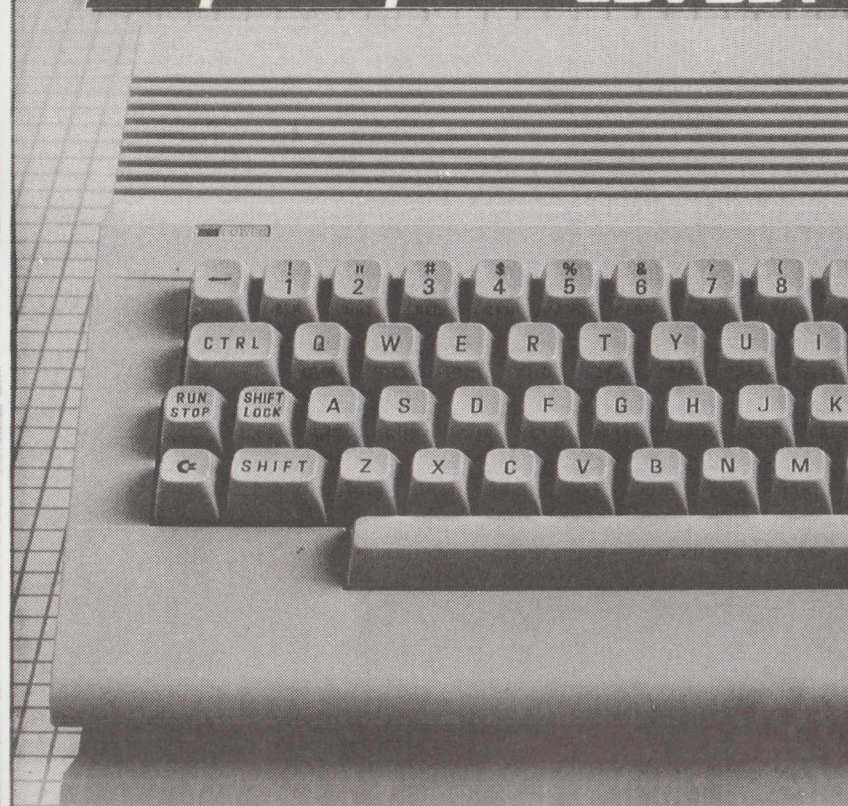
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MASTER  
CLASS  
64  
COMMODORE  
LEVEL 1  
Introduction to Programming

# COMMODORE 64 Introduction to Programming

LEVEL 1



David Redclift, a leading programmer introduces you to Basic Programming on the Commodore 64. From the fundamentals of the machine, screen and keyboard to the construction of a basic program. He will also show you how data entered at the keyboard can be translated into the text on the screen.

# MASTER CLASS

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C64 PART ONE  
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